

AMAZON

GUARDIANS OF EDEN

Players Manual



AMAZON

GUARDIANS OF EDEN

ACCESS SOFTWARE, INC.

4910 West Amelia Earhart Drive, Salt Lake City, Utah 84116
(801)359-2900 • (800)800-4880 • FAX (801)359-2968

TABLE OF CONTENTS

Chapter 1 Welcome to Amazon 4

- The Inspiration for **Amazon** 4
- System Requirements 5
- Running **Amazon** in Super VGA 6

Chapter 2 Installing Amazon 8

- Installation Instructions 8
- Choosing Help, Music, and Sound Options 9

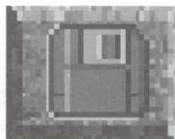
Chapter 3 Playing Amazon 12

- Types of Screens in **Amazon** 12
- Using the Command Buttons 14
- Using the Keyboard 15

Chapter 4 Using Amazon's Online Help 16

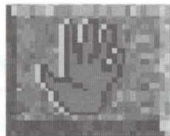
- To Get a Hint on an Object or Character 16
- "Level 1" Hints 16
- "Level 2" & "Level 3" Hints 17
- Online Help's Point System 17
- How to Best Use the Online Help 17





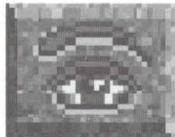
Chapter 5 Saving and Loading Games 18

- How to Save a Game 18
- How to Load a Saved Game 18
- Saving During Timed Screens 19



Chapter 6 Tips on Playing Amazon 20

- Using the Inventory 20
- Other Uses of the Command Buttons 21
- Shortcutting the Introductory Screens 21
- Saving Often and at Different Points 21
- Playing the Different Screens 22
- Talking to Characters 22
- Playing the Jason/Maya scenes 23
- "Meanwhile..." Scenes 23
- Wielding a Certain Weapon 23
- Paddling down the Amazon River 24
- Timed scenes 24
- Getting stuck in **Amazon** 25
- Exiting Rooms, Areas, and the Program 25



Chapter 7 For Your Information 26

- Troubleshooting 26
- Product Support Information 30
- Questions and Answers about **Amazon** 31
- Installing and Testing Your VESA Driver 33

Chapter 1 Welcome to Amazon

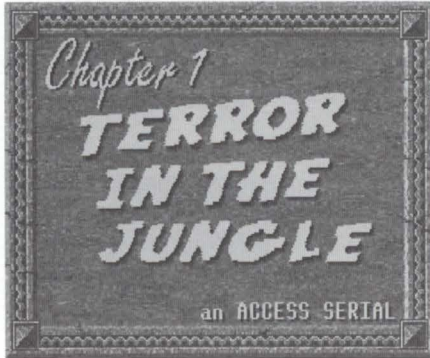
Welcome to **Amazon**, the thrilling new “interactive” adventure from Access Software! The state-of-the-art graphics, digitized human speech, and an inspired soundtrack have been blended with a large measure of humor and imagination. The result is the finest, most exciting adventure game you can play!



Amazon is extremely easy to install and run. In addition to this “**Amazon Player's Manual**”, the program contains a convenient Online Help program, which can be used at any point during the adventure, and will allow you to determine the difficulty of play. See page 16 for more information on using the Online Help.

The Inspiration for Amazon

The designers and writers of **Amazon** have always enjoyed the movie serials of the 40's and 50's, and decided to pay homage to this nearly-extinct form of entertainment. Serials such as “Flash Gordon” and “The Lost City” excited the imagination as the hero raced through one fantastic adventure after another. These serials were commonly made up of a series of episodes, usually ending in a cliffhanger, with the hero in a perilous situation, having no apparent means of escape. **Amazon** is comprised of 14 “chapters” or episodes, with all but the final one ending in a cliffhanger. Each chapter is fast-paced and exciting, with unique puzzles and characters. The story, however, unfolds over the entire game, so events and characters from previous episodes may play a part later on.



About 3,000 plant species are acknowledged by the U.S. National Cancer Research Institute to have cancer-healing properties. Seventy percent of these are indigenous to the Amazon region.

All frogs produce poison on their skin, but some species of frogs in the Amazon make the strongest natural poisons in the world. Natives kill the frogs, then heat them until the poison oozes out of the skin. Then, the poisonous drops are smeared onto the tips of arrows and darts.

System Requirements

The following lists display the minimum hardware needed to run **Amazon** and the hardware we recommend for the best possible playability, game speed, and sound.

Minimum Hardware:

286/12Mhz CPU
Hard disk drive
640K RAM (540K Available)
VGA display
Mouse

Recommended Hardware:

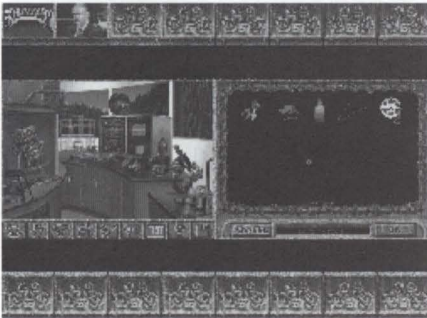
386/20Mhz CPU (or faster)
Hard disk drive
640K RAM (540K Available)
Super VGA display (see note below)
Mouse
Sound card

Note: **Amazon** can be viewed in either "standard" VGA or "Super VGA" mode. See the following page for more information on running **Amazon** in Super VGA mode.

Running AMAZON in Super VGA

Amazon may be viewed in either "standard" VGA, or "Super VGA." For those who are new to computers, the difference between these two modes is the density of the pixels which make up the graphic images on the screen. Super VGA has **four times** the resolution of standard VGA, resulting in much cleaner and more realistic graphics. Understandably, this means more work for the computer. Specifically, the memory required is substantially greater, and graphics like those in **Amazon** require so much memory that it would be impractical to have a full-size Super VGA display. For this reason, the **Amazon** play screen--when running in Super VGA mode--is reduced.

To compensate for the smaller screen, there are a number of features available only when running **Amazon** in Super VGA:



- As was mentioned above, the graphics are incredibly realistic.
- The Inventory screen (see page 20) is always displayed, allowing you to see all the items you are carrying. In standard VGA, the Inventory is displayed only when you click the Inventory command button.
- Inventory items can be moved across to the play screen without clicking the OK button. All you need to do is highlight the item by clicking it, then go to the play screen and click the area or object you want to use the Inventory item on.
- When you select a function (LOOK, OPEN, etc.) in either mode, the cursor changes to an icon that represents that function (an eye and a hand, respectively). In Super VGA mode, you can cancel that function simply by moving the cursor over to the Inventory screen and back. This makes game play much faster.
- You can freeze the action on screen by moving the cursor outside the boundaries of the play screen.



Summary button for
Chapter 6: "El Loco!"

- At the top and bottom of the screen, you will see 16 "summary" buttons. All but the first and last of these represent a chapter of the story in **Amazon**. When you reach the end of a chapter, a picture that represents an event within the chapter appears on the corresponding button. If you click the summary button of a chapter which you have completed, an animated sequence, along with a written synopsis of the action during that chapter is displayed. This will allow you to review what has happened, as well as to view your favorite animated sequences.

To Run Amazon in Super VGA Mode:

1. You must have a VESA (Video Electronics Standards Association) driver.

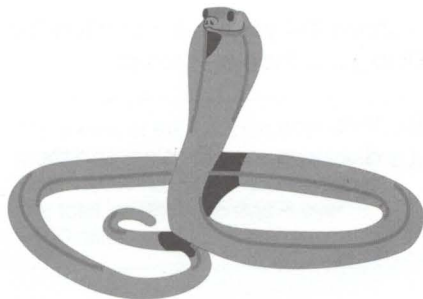
Note: A VESA driver is usually included in the software with your Super VGA video card.

2. A command line which loads the VESA driver needs to be in the AUTOEXEC.BAT file (or, in some cases, the CONFIG.SYS file).

Note: For instructions on installing the VESA driver, refer to the documentation that came with your Super VGA video card. If you need additional assistance, refer to page 33.

Toggleing between Standard VGA and Super VGA Modes

For users who want to switch between the two modes, we have included a "toggle" option. By pressing **ALT+V** you can switch from one mode to the other. This can be done only on screens where you control the action, and not during animated sequences, which you only view and do not control. When you initially start the program, the standard VGA mode is displayed. If the VESA driver is properly loaded, you can switch to Super VGA mode at any time.



Chapter 2 Installing Amazon

The name "Amazon" comes from tales told by the Spanish explorer Francisco de Orellana of encounters with a tribe of fierce female warriors during his descent of the great river in 1541.

The Amazon jungle covers an estimated 2,500,000 square miles. The state of Texas could fit into this area over nine times.

It takes only a few minutes to have **Amazon** up and running on your computer. If you experience any problems during the installation, try the **Alternate Installation Method** (next page). If that does not correct the problem, see Product Support Information on page 30.

Note: The following instructions explain how to install the program from the DOS prompt [C:]. If you use Windows, or another type of menu program, you will need to exit and go to DOS to install the program.

To Install Amazon:

1. Make sure the computer and monitor are turned on, and that the [C:>] prompt is displayed.

Note: If you exit to DOS and the prompt shows that you are in a directory (i.e. C:\WINDOWS), type **CD** and press ENTER to get to the [C:>] prompt.

2. Insert Amazon Disk #1 into the floppy disk drive.
3. Type **A:** or **B:** depending on which floppy disk drive you are using, and then press ENTER.
4. Type **INSTALL** and press ENTER.
5. Follow the instructions displayed on the screen.

The lifestyles of many Amazonian tribes are becoming more modern, but some remote tribes are rarely visited, and it is widely assumed that undiscovered tribes survive in the deep reaches of the jungle.

The source of the Amazon River is located high in the Andes Mountains of Peru, 18,000 feet higher than its mouth. The total length of the river is over 4,000 miles.

Alternate Installation Method:

1. At the DOS prompt (C:), type **MD AMAZON** and press ENTER.
2. Type **CD\AMAZON** and press ENTER.
3. Insert Amazon Disk #1 into the floppy disk drive.
4. Type **COPY A:*. * or COPY B:*. *** depending on which floppy disk drive you are using, and then press ENTER.
5. After the disk's contents have been copied, remove Disk #1 and insert Disk #2.
6. Repeat steps 4-5 until all the disks have copied onto the hard disk drive.

Starting Amazon

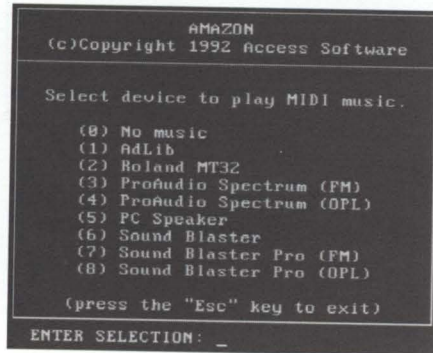
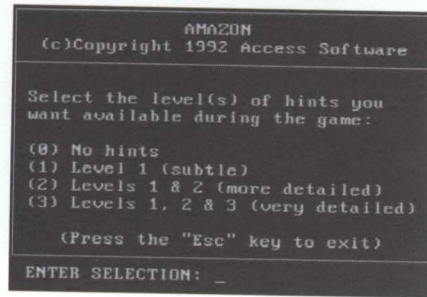
1. Make sure you are in the AMAZON directory (C:\AMAZON>). If you are at the [C:] prompt, type **CD\AMAZON** and press ENTER.
2. Type **AMAZON** and press ENTER.

Note: If you want to short-cut through the introductory screens and get right to the game, hold down the right mouse button until you've reached the parking lot at Allister Research.

Choosing Help, Music, and Sound Options

When you start **Amazon** for the first time after installing the program, you will be asked to select the level of Online Help hints you want available, a **Midi Music Device** (i.e. AdLib, Roland, etc.), and a **Digital Sound Device**, (i.e. RealSound, AdLib, Sound Blaster, etc.).

Important: The selections you make will be stored in a file called **AM.CFG** in the AMAZON directory. If, in the future, you want to change your original selections, you must delete the AM.CFG file, then restart the program. You may then re-select.



Choosing Online Help

On this screen, you can choose to have from one to three levels of hints available, or none. Online Help hints are provided for all the objects and characters in **Amazon**, and are written so you can set your own level of difficulty. Depending on how much game-playing experience you have, we recommend that you follow the guidelines below:

- For maximum challenge, choose **(0) No hints**
- For experienced players who may want a little help, choose **(1) Level 1** hints.
- For intermediate players, choose **(2) Levels 1 & 2**
- For beginning, or younger players, choose **(3) Levels 1 & 2 & 3**

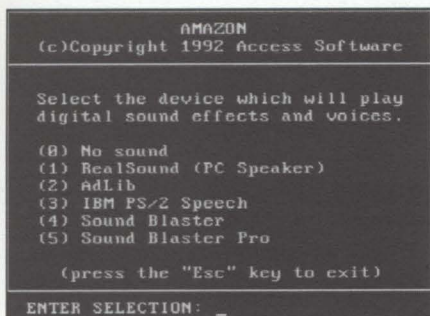
Note: For more information on how the Online Help is set up, see page 16.

Midi Music Device

For users with sound cards, there is an entertaining soundtrack you can choose to be played throughout the game. The Roland sound card provides particularly good quality music. If you don't have one of the sound cards listed on the screen, or are not sure if you have a sound card, choose NO MUSIC.

Note for AdLib Users: If you use an AdLib sound card and want to choose ADLIB for the Midi Music Device (on this screen), choose REALSOUND for the Digital Sound Device (on the previous screen). If you prefer to use AdLib for the digital sound effects (on the previous screen), choose NO MUSIC (on this screen). **AdLib cannot be used for BOTH Digital Sound Effects and Midi Music.**

Note for Users of the Roland Sound Canvas (SCC-1): Change to MT32 Emulation Mode before starting **Amazon** for the first time, then choose ROLAND for Midi Music Device.



Digital Sound Device

Amazon contains many sounds and effects, including digitized human speech from the actual characters. All major sound boards are compatible with **Amazon**, but Sound Blaster seems to provide the best quality sound effects. If you don't have one of the sound cards listed above, or you are not sure if you have a sound card, choose REALSOUND for the Digital Sound Device. RealSound is **Amazon's** built-in sound program, and will produce digital sound through your PC speaker.

Note for Sound Blaster Users: If you use a Sound Blaster (or compatible) sound card, and choose SOUND BLASTER for the Digital Sound Device, you will be asked to choose the **port address** and **interrupt** settings for your sound card. If you use a Sound Blaster, or a Sound Blaster Pro sound card and choose SOUND BLASTER, or SOUND BLASTER PRO (respectively) for either Digital Sound Device or Midi Music Device, you will also need to choose the DMA channel. If you do not know which settings to choose, refer to the documentation that came with your sound card.

Note for AdLib Users: If you use an AdLib sound card and want to choose ADLIB for the Midi Music Device (on the following screen), choose REALSOUND for the Digital Sound Device. If you prefer to use AdLib for the digital sound effects, choose NO MUSIC (on the following screen). **AdLib cannot be used for BOTH Digital Sound Effects and Midi Music.**

Chapter 3 Playing Amazon

If you have played other adventure programs designed by Access, you will notice several changes in the presentation of **Amazon**. There are new-look screens and a simpler, more convenient interface. These changes, as well as other instructions on playing **Amazon** are detailed in this chapter.

Types of Screens

There are three basic types of screens in **Amazon**:

1. **"First-Person" Screens:** You view the scene through Jason's eyes (upper left).
2. **"Third-Person" Screens:** The figure of Jason appears on screen and you can move him around (illustrations on page 13 display overhead, elevated, and ground-level third-person screens).
3. **Automatic Sequences:** Action scenes, stills, or text screens, which you only view and do not control (lower left).



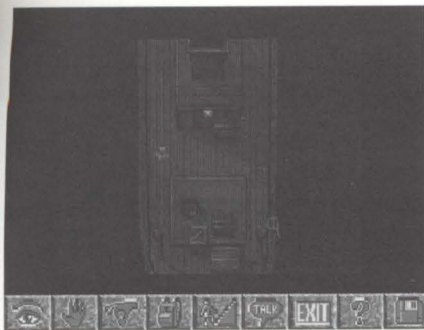
"First-Person" screen



Automatic sequence

Investigating "First-Person" Screens

In many scenes, you will see the interior of a room, looking through Jason's eyes. To manipulate any object in the room, simply select a "command button" at the bottom of the screen (see page 14), then click the object, as if you were standing right next to it.



Talking to Characters in “First-Person” Screens

Any conversation you have with a character takes place on a “first-person” screen. Whenever you talk to a character, he or she will address you directly. If you need to speak with the character, the “command buttons” at the bottom of the screen (page 14) change to RESPONSE 1, RESPONSE 2, RESPONSE 3, OFFER and END:



Click these command buttons to select the response you want, to offer an item from your Inventory, or to end the conversation.

Note: You may also click the Response itself instead of the Response buttons.

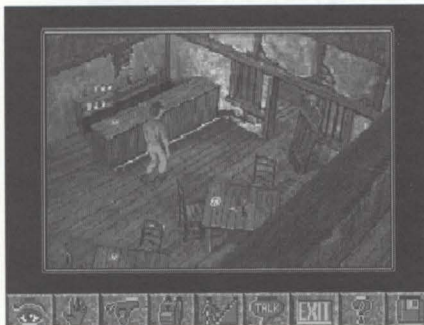
Investigating “Third-Person” Screens

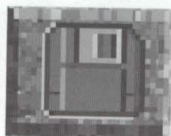
These screens show the figure of Jason, which you may move around to pick up or move objects, or to talk with a character. Third-person screens may give you an over-head view of Jason (upper left), an elevated view (center left), or a ground-level view (lower left).

To Move Jason Using the Mouse

1. Make sure none of the command buttons are selected.
2. Move the cursor to where you want Jason to walk, then click the mouse button.

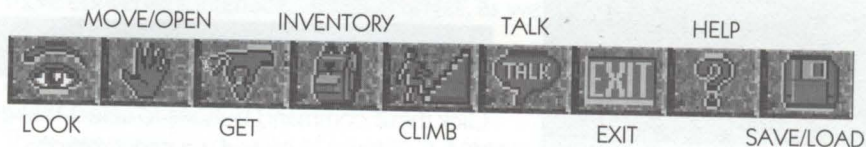
Note: You may find moving Jason with the arrow keys more convenient, since it frees up the mouse to point and click while Jason is walking.





Using the Command Buttons

Any screen that requires you to do something will display a number of “command buttons” along the bottom of the screen. The set of command buttons displayed during most scenes are arranged like this:



LOOK: Click this button, then click the object or character you want to LOOK at.

MOVE/OPEN: Click this button, then click the object you want to MOVE or OPEN.

GET: Click this button, then click the object you want to GET.

INVENTORY: Click this button to view and/or USE the items in your Inventory. See the page 20 for information on using the Inventory.

CLIMB (Up/Down/In): Click this button, then click the object you want to CLIMB.

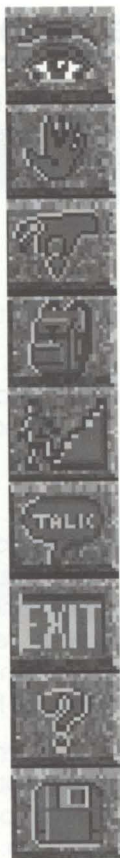
TALK (To): Click this button, then click the person you want to TALK to.

EXIT: Click this button when you want to leave a “first-person” screen.

HELP: See page 16 for information on using **Amazon's** Online Help.

SAVE (& Load): Click this button to display the “Save/Load A Game” screen. See page 18 for more information on saving or loading a game.

Note: When you are talking with a character, a different set of command buttons are displayed at the bottom of the screen (see the previous page).



Using the Keyboard

While **Amazon** cannot be played with the keyboard alone, using the keyboard in conjunction with the mouse can make game play considerably faster. In addition to selecting command buttons with the keyboard (see below), you may find that using the arrow keys to move Jason around will speed up the action, since the mouse will be free to point and click while Jason moves.

Note: Also, you should use the keyboard to exit the program. Press **CTRL+Q**, or **CTRL+ALT+ESC** to return to the DOS prompt.

Selecting Command Buttons with the Keyboard

You may select a command button by positioning the pointer over the command button and pressing ENTER. You may, however, find it more convenient to use the following key equivalents to select command buttons:

F2: LOOK (At)
F3: MOVE/OPEN
F4: GET

F5: INVENTORY
F6: CLIMB (Up/Down/In)
F7: TALK (To)

F8: EXIT
F9: HELP
F10: SAVE/LOAD

Note: When you are talking with a character, there are no key equivalents for the RESPONSE 1, RESPONSE 2, RESPONSE 3, OFFER, or END buttons. These command buttons must be selected by positioning the pointer over the button and pressing ENTER.

Chapter 4 Using Amazon's Online Help



Amazon contains an extensive Online Help system, with a total of over 600 hints for the objects and characters in the program. The Online Help allows you to determine how challenging the game will be, but be warned that you are penalized points for each hint you get (see below) and a low score will affect the outcome of the game.

To Get a Hint on an Object or Character:

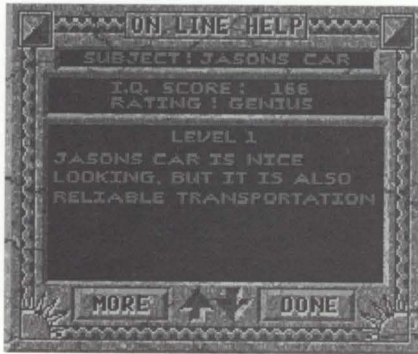
1. Select the Help command button (see page 14).
2. Click the object or character you want a hint for. A hint box is displayed with the "Level 1" hint pertaining to that object or character.

Important: Make sure you have the cursor placed exactly where you want it. If you accidentally get a hint on the wrong object, you will still be penalized. You will not, however, be penalized for viewing the same hint twice.

"Level 1" Hints

Important objects and characters have three (3) hints available: A subtle hint, a more detailed hint, and a very detailed hint. The first hint on an important object or character is a "nudge," which should point you in the right direction. If you chose to have more than one level of hints available (see page 11), there will be a MORE button, as well as a DONE button, at the bottom of the Online Help screen. Clicking the DONE button will return you to the game, and clicking the MORE button will give you the next-level hint.

Note: Most of the objects and characters in **Amazon** are important, but some aren't. If you ask for a hint on an "unimportant" object or character, you will get a single hint that tells you to look elsewhere to solve the puzzle, and, regardless of the hint level you chose, there will be only a DONE button at the bottom of the Online Help screen.



Online Help hint box

16 Using AMAZON's Online Help

"Level 2" & "Level 3" Hints

If you chose to have "Levels 1 & 2" or "Levels 1 & 2 & 3" available, and you ask for a hint on an important object or character, you will always get the "Level 1" hint first. There will be a MORE button, as well as a DONE button, at the bottom of the Online Help screen. Click the MORE button to receive the "Level 2" hint, which is more detailed than the "Level 1" hint. At this point, if you chose "Levels 1 & 2," there will be only a DONE button displayed, which you must click to return to the game. If you chose to have "Levels 1 & 2 & 3" available, a MORE button is also displayed. Click the MORE button to receive the "Level 3" hint, which is as detailed as possible without solving the puzzle for you. After the "Level 3" hint, click the DONE button to return to the game.

Online Help's Point System

Online Help is included for your convenience, but may be too much of a temptation for some users to resist. For this reason, you are penalized for each hint. You start the game with 170 points, but lose 3 points each time you ask for a "Level 1" hint. A "Level 2" hint drops your score by 5 more points. A "Level 3" hint will burn 10 additional points off your score. **If you use up all 170 points, the Online Help will be off-limits.**

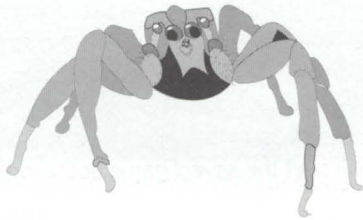
Important: If you finish **Amazon** with a score of over 100 points, you'll see the "Hero's" finale. If you finish with less than 100 points, you'll see a different, less exciting ending.

How to Best Use the Online Help

If you are stuck, ask for a hint on an item which seems important to the scene. Read the hint carefully, and don't ask for another until you've given it more thought.

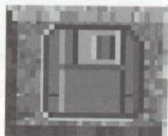
Note: The hints in the Online Help were written so users could set their own level of difficulty, but were also written to be entertaining. You may find it interesting to play the game again just to read through the hints.

I.Q. SCORE: 166
RATING: GENIUS



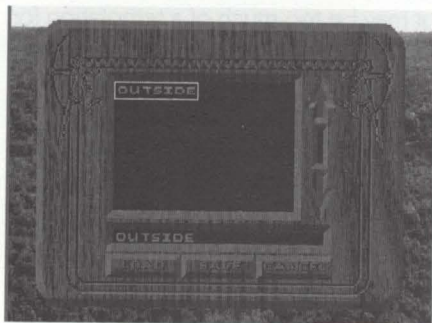
Chapter 5 Saving and Loading Games

Saving games and resuming saved games in **Amazon** is easy and convenient.



To Save a Game:

1. Select the Save command button (or press F10). The Save/Load screen is displayed.
2. Click in the "File:" box.
3. Type in a name for the saved game, and then press ENTER.
4. Click the Save button. You will then automatically return to the game.



Save/Load screen

To Load a Saved Game:

1. Select the Save command button (or press F10). The Save/Load screen is displayed.
2. Click the saved game you want to resume playing. If you have more saved games than can be viewed at once, click the up or down arrows to the right of the saved games list box. You may also short cut by clicking in the "File:" box and typing in the name of the saved game you want to resume.
3. When the saved game you want to resume is displayed in the "File:" box, press ENTER, and then click the Load button. This will start the saved game at the point where you saved it.

Note: When you are canoeing down the river, you will need to click the Save button with the mouse pointer. **Pressing the F10 key will not work.** In every other scene, you may press F10 or click the Save button.

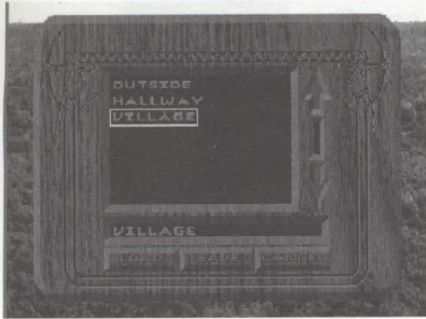
Saving during Timed Screens

Many of the scenes in **Amazon** require that you react in actual time. In other words, you may have only a few seconds to execute the commands necessary to avoid getting eaten by piranhas, or meeting with some other grisly fate. Saving on timed screens will not always work well, since the time it takes to load the saved game may take some of the time you need to get through the scene. In such cases, you may want to go back to the previous saved game, then play up to the point just before the timed scene starts.

How to best use the Save/Load Feature

Even if you use the Online Help extensively, you will find **Amazon** a very challenging adventure. You must be extremely resourceful (and quick) to escape the traps that await you. Even experienced players will fall victim occasionally through the game. For this reason, we strongly recommend that you follow these guidelines:

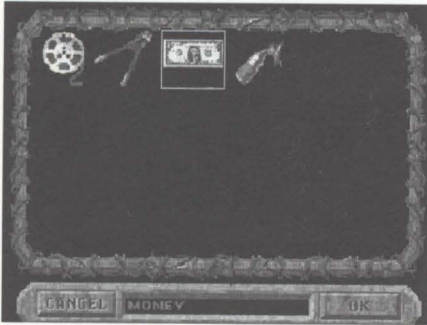
- **Save often.** There is no limit to the number of saved games you can have, since the saved games use up hard disk drive space, not memory.
- **Create a different saved game each time you save.** If you create only one saved game, then update it each time you save, you may find that you missed an object earlier, and you'll need to start from the beginning in order to finish the game.
- **Create a new saved game at the beginning or end of each new scene,** and give the saved game a name that will remind you of the scene. In this way, if you miss an object, you can return to the scene where the object is found and continue play from that point, instead of starting completely over.



Save/Load screen with multiple saved games

Chapter 6 Tips on Playing Amazon

Using the Inventory



Inventory screen



Any item you can pick up is added to your Inventory and will be used at some point in the game. Also, in most cases, when an item is no longer useful to you, it will be dropped automatically from the Inventory screen. If you use an item and notice that it's still in the Inventory, you may have to use it again later.

To Display the Inventory Screen:

1. Click the Inventory command button—or—press F5.

To Use an Item from the Inventory:

1. Click the item to highlight it.
2. Click the OK button to return to the game.

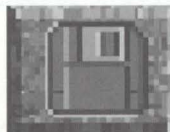
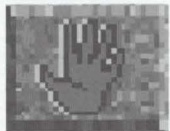
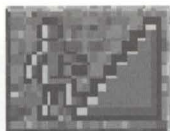
Note: In Super VGA mode, when an item is highlighted, you do not need to click the OK button. Simply move your cursor (do not drag) to the play screen.

3. Click the object or the area where you want to use the Inventory item.

Important: Some Inventory items may need to be used in conjunction with one, or more, other Inventory items to be useful. This process is referred to as “combining.”

To Combine Inventory Items:

1. Click one of the items you want to combine.
2. Drag the item onto the second object, then release the mouse button.
3. The objects will automatically combine to form a new item.
4. If necessary, drag the new item onto a third object to make the final combination.



Other Uses of the Command Buttons

There are several actions that can be taken in **Amazon** which may not seem to have a corresponding command button. For example, if you get into a car, you'll need to select the CLIMB command button. Also, the MOVE/OPEN command button can be used in many ways, including pushing or lifting.

Important: It is strongly recommended that you LOOK at items or characters before executing any other command on them.

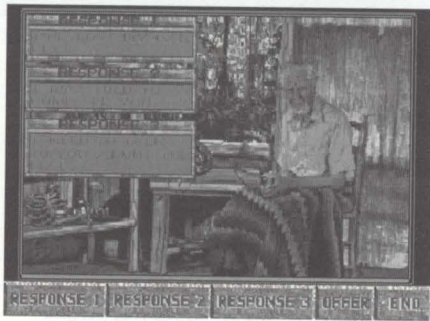
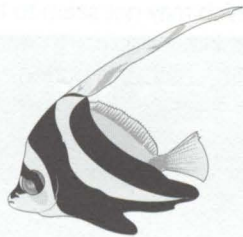
Shortcutting the Introductory Screens

If you want to short-cut through the introductory screens and get right to the game, hold down the right mouse button until you've reached the parking lot at Allister Research.

Saving Often and at Different Points

We need to stress the importance of saving often and at different points. It is a good idea to save at the beginning and/or at the end of each scene, saving each game under a name that corresponds to the current scene. If you miss an object and need to return to a previous point, you will be glad you saved the games.

Note: There is no limit to the number of saved games you can have, since the saved games use up hard disk drive space, not memory.



Conversation screen

Playing the Different Screens

"First-person" screens (where you view the scene through Jason's eyes) do not require any movement of "Jason". Use the command buttons as if everything in the scene were within reach.

"Third-person" screens (where you can see Jason) require that you move Jason around to investigate, pick up items, and talk to other characters. In these "third-person" scenes, you will need to be close to an object in order to pick it up or move it. You may find it helpful to move Jason with the arrow keys, since this will leave you free to point and click the mouse on objects within the scene, or on the command buttons.

Talking to Characters

When you have conversations with the characters in **Amazon**, you will be given a choice of up to three "responses" at each juncture of the conversation. You will need to select the response you feel will make the character most cooperative. Also, you may need to offer a bribe or trade something to get their help.

To offer a bribe or make a trade:

1. Select the OFFER button at the bottom of the screen at any point in the conversation.
2. The Inventory is displayed. Select the item you want to offer, then click the OK button.

To quit a conversation:

1. Select the END button at the bottom of the screen.

Note: There is no Online Help available during conversations, so you'll need to be especially resourceful.



Jason/Maya screen



Playing the Jason/Maya Scenes

There are several screens where Jason and his companion, Maya, will both need to participate in the action to solve the puzzle. In these scenes, you will see a box with a picture of Jason's face in the top-left corner of the screen, and a similar box for Maya in the top-right corner. To control Jason, highlight his picture in the top-left corner by clicking it. To control Maya, click her picture. You will then be free to move the highlighted character.

Important: Keep in mind that Jason and Maya are very different, and their perceptions of objects and characters may not be the same.

"Meanwhile..." Scenes

"Meanwhile..." scenes are animated sequences which you view and do not control. When the word "Meanwhile..." appears, click the mouse or press ENTER to start the animation.

Wielding a Certain Weapon

At a point later in the game, you will need to defend yourself with a makeshift weapon. In the battle, use the Up Arrow Key to attack with the weapon.

We can't give you more of a hint or we'd ruin the puzzle.



Paddling down the Amazon River

You will have to canoe down the treacherous Amazon River at three points in the adventure. There is no Online Help for these parts of the adventure, so you will need be careful and use trial and error to get you through. Keep these pointers in mind:

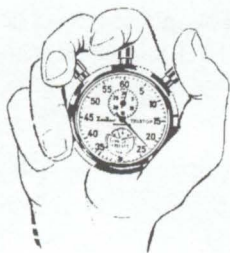
- The river has a number of branches that are "dead ends." Avoid getting trapped in these, and avoid hitting the rocks in the middle of the river.
- You can save at any point on the river, but you may want do so while you are floating through a relatively calm, open spot on the river. This will give you some time to adjust after loading the saved game.
- There are no shortcuts. Save often for best results.

Timed Scenes

There are many scenes in **Amazon** that require action to be taken within minutes or even seconds. These scenes are difficult to get through the first time, so you may want to return to a point just before the scene starts and save. Then, you can go into the timed scene several times, putting together more pieces of the puzzle each time. Eventually, you will be able to execute all the necessary commands to solve the puzzle.

Important: To freeze the action in a timed scene, you can (1) display the Save/Load screen, (2) ask for a hint, or (3) display the Inventory screen.

Note: If you are running in Super VGA mode, you may also freeze the action by moving the cursor outside the boundaries of the play screen.



Getting Stuck in Amazon

The adventure of **Amazon** is a journey into the heart of the jungle, and throughout most of your travels, you are following directions or being guided. Because of this, you will not have to make many decisions involving where to go next. If at any point in the game, you think you are stuck, you are probably in the middle of a puzzle that must be solved before moving on in the adventure. Using the Online Help at sticking points should get you moving in the right direction.

Note: If you have exhausted all the available Online help and still cannot move on in the game, call 1-800-793-8324, and we'll give you enough help to get you past the sticking point.



Exiting Rooms, Areas and the Program

There are three different situations when you will need to exit:

1. To exit a "first-person" screen, click the EXIT command button.
2. To exit a "third-person" screen, walk Jason to where he can leave, or if there is a door, open it and walk Jason through it.
3. To exit **Amazon**, press **CTRL+Q**, or press **CTRL+ALT+ESC**.

Piranhas' triangular teeth are so sharp that natives of the Amazon use them as razor-like cutting tools.

The city of Cuzco, Peru was the capital of the Incan Empire; its name means "navel of the world." It is believed to be the oldest continuously inhabited city in the Western Hemisphere.

Chapter 7 For Your Information

Troubleshooting

While **Amazon** is designed to be as trouble-free as possible, you may encounter a technical problem. If so, check this section for help.

Installation Problems

During the installation of **Amazon**, there are several "error messages" that may appear:

- The most common is a "bad disk" error message, which displays a phone number that you can call to have your disk(s) replaced free of charge.
- An error message is displayed if you have insufficient hard disk drive space.
- If there is a problem transferring the disk data to the hard drive, you may get an "unknown error" message. In this case, you should contact your computer dealer or manufacturer to get help in checking your hard disk drive for problems.
- If you get a "Checksum" error after the installation is complete, it means that the total size of the program is not what it should be. If this happens, or you experience another problem not mentioned above, refer to Product Support Information on page 29.

Note: If your computer will not read the **Amazon** disks ("Error Reading Drive A"), it is likely that you have a "low density" floppy disk drive. **Amazon** comes on "high density" floppy disks, which cannot be read by a low density floppy disk drive.

Scientists estimate that up to fifty percent of the the plant and animal species in the Amazon Basin have not yet been identified.

A single island at the mouth of the Amazon River (Marajo) is as large as Switzerland.

Memory Problems

Amazon requires a minimum of 540K of the 640K base memory to be available.

To check the amount of available base memory:

1. At the DOS prompt [C: >], type **MEM**, and then press ENTER.
2. The third number down (to the left of "LARGEST EXECUTABLE PROGRAM SIZE") displays the amount of available memory. If the first three digits are 552 or higher, you should have enough base memory available to run **Amazon**.

Note: If the "MEM" command does not work, you are probably using a version of DOS older than 5.0. If that is the case, type **CHKDSK** and press ENTER, then look at the last number displayed ("bytes free").

What to do if you have less than 540K base memory available:

If you do not have enough available base memory (539K or less), you will need to free up some in order to run **Amazon**. There are two ways you can do this:

- Edit your CONFIG.SYS and/or AUTOEXEC.BAT files and remove unnecessary TSR's (Terminate and Stay Resident programs).
- Create an Amazon "boot disk."

Note: Creating a boot disk is an effective and simple way to free up memory without making any permanent changes to your computer. Making a boot disk may seem intimidating to someone who is not completely comfortable with computers, but it is actually very easy and requires only a blank floppy disk and about 5 minutes to do. Once the boot disk is created, you can use it every time you play **Amazon** to guarantee that you have enough available memory to play the game.

The largest otters in the world are found in the Amazon. How large? A pair of otters may eat three tons (6000 pounds) of fish in one year's time.

The jungle vines that Tarzan used to swing through the trees actually exist and are called "lianas." Lianas grow, spiralling upwards, and attach themselves to the tops of trees. They can easily be used to swing on, since some weigh more than a ton and can grow as long as 1300 feet.

To Create a Boot Disk:

1. Type **CD\DOS** at the [C:] prompt, and then press ENTER.
2. Insert a floppy disk into DRIVE A (DRIVE B will not work).
3. At [C:\DOS>] type **FORMAT A:/S** and press ENTER.
4. The disk will go through the formatting process for a minute or so. When you are back at [C:\DOS>] type **CD\MOUSE** and press ENTER. If this doesn't work, type **CD** and press ENTER.
5. In either case, type **DIR/W** and press ENTER. Look for the file **MOUSE.COM**.
6. Type **COPY MOUSE.COM A:** and press ENTER.
7. When the file has copied over, type **A:** and press ENTER.
8. At [A:>] type **COPY CON CONFIG.SYS** and press ENTER.
9. At the blinking cursor, type **FILES=30** [ENTER], **BUFFERS=30** [ENTER]. Press the F6 key and press ENTER.
10. Back at [A:>] type **COPY CON AUTOEXEC.BAT** and press ENTER.
11. At the blinking cursor, type **PROMPT \$P\$G** [ENTER] **MOUSE** [ENTER] **C:** [ENTER] **CD\AMAZON** [ENTER] **AMAZON** [ENTER]. Press F6 [ENTER].

The boot disk is finished! Now reboot the computer (leaving the disk in DRIVE A). **Amazon** should automatically start. If, when you finish playing **Amazon**, you want to do something else on your computer, you'll need to remove the boot disk from DRIVE A and reboot (again). If you have difficulties or questions, call our Technical Staff at 1-800-793-8324 from 7:30 a.m. to 8:30 p.m. (M. S. T.) Monday through Friday.

Note: If you use "Stacker" or a similar "drive-swapper" the boot disk may not work.

The Amazon jungle is the largest jungle in the world and accounts for one-third of the Earth's forested land.

There are more species of fish in the Amazon River than in the Atlantic Ocean.

Sound Problems

If the program "locks up" or freezes when a loud sound comes on, the problem can usually be traced to sound settings you chose before starting **Amazon** for the first time. If you have a Sound Blaster (or compatible) sound card, you will probably need to change the "Interrupt" setting. If you have an AdLib sound card, you may need to change your selections for "Digital Sound Device" and/or "Midi Music Device".

To Change Midi Music or Digital Sound Effects Settings:

1. At the [C:] prompt, type **CD\AMAZON** and press ENTER.
2. At [C:\AMAZON>] type **DEL AM.CFG** and press ENTER. This will delete the file containing the previous Sound Blaster settings.
3. Type **AMAZON** and press ENTER to start the program.
4. You may then rechoose the Midi Music and/or Digital Sound Effects settings.
5. Play the program. If the sound problem is not cleared up, repeat the steps above.

Video Problems

If the graphics in the program hesitate before or during a sound, you may need to change your sound settings (see above). Some hesitation is to be expected on all but the fastest machines.

If you are running in Super VGA mode, and the graphics are scrambled, or only a small band of graphics is displayed, type **AMAZON /1** and press ENTER to start **Amazon**.

Note: If the problem continues, type **AMAZON /J** and press ENTER. If this doesn't work, call our Technical Support Line (see page 30).

The Amazon jungle contains more species of bats, monkeys, and butterflies than anywhere else on earth. Half of the world's total bird population live in the Amazon.

Since the time of the Incas, bridges made of "coyo" (a thick bunchgrass, which is tightly woven into rope) have been used to span great chasms, sometimes hundreds of feet in the air. As much as 22,000 feet of handspun "coyo" may be used in the construction of a single bridge.

Play Problems versus Technical Problems

Play problems, such as not knowing what to do next in the game, or not being able to execute a command on a particular object or character, are not to be confused with technical problems. If you continually get error messages, or the program "locks up", please contact our technical support staff (see below). If you are able to play the program, but are confused or frustrated with the flow of the game, please use the Online Help.

Note: If you have used all the available Online Help and are still unable to move on in the game, you can call the number below and we will try to get you back on track.

Product Support Information

A staff of product support technicians are available from 7:30 a.m. to 8:30 p.m. (Mountain Standard Time) Monday through Friday. If you have a technical problem while installing or playing **Amazon**, don't hesitate to call us at 1-800-793-8324, and we will do everything we can to help you correct the problem and have you playing as soon as possible. If you need to call about a technical problem, there are several things you can do to help us, so we can clear up the problem as soon as possible:

- Be at your computer, with your **Amazon** manual and disks close at hand.
- Know the brand, model, and version number of your computer, monitor, mouse, and (if applicable) sound card.
- Have a list of the items in your CONFIG.SYS and AUTOEXEC.BAT files.
- Have written down the exact wording of any error messages which may have appeared on your screen.
- Know what happened and what you were doing when the problem occurred.

Questions and Answers about Amazon

Sound

The Amazon River discharges seven million cubic feet of water per second into the Atlantic Ocean, enough to fill Lake Ontario in about three hours. The outflow is twelve times greater than the Mississippi's and sixteen times greater than the Nile's.

The Amazon jungle contains the largest ants, parrots, rodents, snakes, and spiders in the world. Some species of spiders are large enough to catch birds.

Q: Which sound cards provide the best quality sound in **Amazon**?

A: Roland sound cards are by far the best for playing the midi musical soundtrack of **Amazon**, but cannot provide digital sound effects. For digital sound, the Sound Blaster sound card is the best, but it does not provide as good quality midi music as Roland.

Q: What is RealSound?

A: RealSound is a patented sound program, which is built in to **Amazon** and provides sound effects through the PC speaker. RealSound is provided for users who do not have sound cards, and should also be used by AdLib users to provide sound effects if the AdLib card plays the Amazon musical soundtrack (AdLib users, see page 8).

Q: If I'm using RealSound to generate sound effects, how can I adjust the volume?

A: Unfortunately, you can't. RealSound's sound volume is determined by the quality, size, and placement of the internal PC speaker.

Q: How can I turn the sound effects off?

A: You'll need to reconfigure your game setup. First, go to the AMAZON directory and delete the AM.CFG file, which contains the play, music, and sound options you originally made. Then, start the game and the "device" selection screens will reappear. On the "Digital Sound Effects Device" screen, choose NO SOUND.



Miss Flitch



Allen Roberts



Maya

Characters

Q: Why do some characters talk only some of the time, and others don't talk at all?

A: We feel that being able to "talk" to the characters, and actually hear their voices respond to you, adds an unprecedented level of realism to our adventures. We want you to feel like you are conversing with an actual person, who may give you valuable information, or try to deceive you. Instead of reading what they say, you can hear it, which allows you to evaluate their tones of voice and mannerisms.

The reason why we have to limit how much and how many of the characters talk is this: If all the characters spoke all the time it would make the program too large for most users to run it. The technology involved in producing the characters' voices requires a large amount of disk space, so if all 30-40 characters talked, there would be dozens of program disks, which would take hours to load, and would fill up some users' entire hard disk drives.

Because of the demands on disk space, we select the most interesting and/or pivotal characters to "bring to life." This does not mean that a character without a speaking part is unimportant; You will find that all the characters contribute to the plot in some way. For now, however, we must maintain a balance between offering the most creative, realistic adventure possible, and keeping the program at a manageable size.

If, in the future, we design our programs for CD ROM (a single compact disk can hold a vast quantity of data), it is likely that we would provide voices for all of the characters.

INSTALLING AND TESTING YOUR VESA DRIVER

Important: This section applies only to users with Super VGA video cards.

- If you already have a VESA driver installed, reading this section is unnecessary.
- If you are familiar with your computer and would prefer to modify your AUTOEXEC.BAT file manually instead of having it done automatically, refer to the **Manual Installation** Instructions below.
- If you would prefer to have the VESA driver installed automatically for you, refer to the **Automatic Installation** Instructions below.

Step 2 of both the Automatic and Manual Installation instructions ("Type **VESALIB** and press ENTER"), should be done only once per installation.

To Automatically Install the VESA driver:

1. Go to the AMAZON directory [C:>AMAZON].
2. Type **VESALIB** and press ENTER (this creates a VESA Library for **Amazon**).
3. Type **SETVESA** and press ENTER (to start the installation). A menu is displayed.
4. Use the arrow keys to highlight "Install VESA Driver" from the menu, then press ENTER. A second menu is displayed.
5. Highlight "Automatic Method" from the menu, then press ENTER.
6. Follow the instructions on the screen.

To Manually Install the VESA driver:

1. Go to the AMAZON directory [C:>AMAZON].
2. Type **VESALIB** and press ENTER (this creates a VESA Library for Amazon).
3. Type **SETVESA** and press ENTER. (this starts the installation of the VESA driver). A menu is displayed.
4. Use the arrow keys to highlight "Check VESA Driver" from the menu. If you have a VESA in ROM, or if a VESA driver is already installed, go to Step 6.
5. Find out which video card you have. Before opening the computer, try this:
 - a. At the DOS directory [C:>DOS], type **DEBUG** and press ENTER.
 - b. At the [-'] prompt, type **D C000:0** and press ENTER.

If there is no sign of video ROM (Step 5b) at C000:0, change the command to D000:0, E000:0, F000:0.

- c. Type **D** and press ENTER, then type **Q** and press ENTER.
- d. A memory dump of the video ROM should be displayed on the right side. Look for a name like Tseng Labs, Trident, etc., which could identify the video card or chip manufacturer. For example, if you see the words Tseng Labs, use the TLVESA.COM VESA driver (from the \VESA\TSENG\ directory).
6. Locate a VESA driver that appears to match your card. Either get the driver from your video card's utility disk, or from the VESA library that is included with **Amazon**. To view the VESA library follow these steps:
 - a. Type **SETVESA** at [C:>AMAZON], then press ENTER.
 - b. Highlight "Install VESA Driver" and press ENTER.
 - c. Highlight "Trial and Error Installation" and press ENTER.
 - d. Highlight "Manual Trial and Error Installation" and press ENTER.
 - e. Use the arrow keys to scroll through the list.If the VESA driver is on your card's utility disk, copy it into the root directory on your boot drive (or wherever you wish, but remember where you put it).
7. **Install the VESA driver as follows:**

Option 1: Execute the VESA driver from the command line (you must do so before running a program such as Amazon that uses VESA).

Option 2: Make a copy of the AUTOEXEC.BAT, and place the driver call near or at the bottom of the file, then reboot (to automatically install the driver).

Note: With PERFECT VIEW or STB video cards, place the driver call at the **top line** of the AUTOEXEC.BAT, **before** the mouse or other video drivers.
8. In the SETVESA program, highlight "Check VESA Driver" and press ENTER.
9. Highlight "Perform Test" from the menu and press ENTER (to test the driver).
10. If the test works, you're done! If not, review and repeat the process using the same driver. Make sure you've done everything correctly. Try placing the driver call at the top of the AUTOEXEC.BAT, then try using other drivers.

IMPORTANT: READ CAREFULLY BEFORE USING THIS PRODUCT

LICENSE AGREEMENT AND LIMITED WARRANTY: The software and accompanying items ("Program Package") included with this License Agreement and Limited Warranty are provided to you on the condition that you agree to the terms listed below. By using the Program Package, you indicate your acceptance of these terms between you and Access Software Inc. and/or U.S. Gold Ltd. ("U.S. Gold"). If you do not agree with the terms stated below, please return the entire Program Package to your dealer for a refund.

TECHNICAL SUPPORT: If you have problems with your software, contact U.S. Gold Ltd. (in Europe), Units 2/3 Holford Way, Holford, Birmingham B6 7AX (Telephone: 021 625 3366). If you require tips on playing or loading the game, call U.S. Gold's Helpline by calling 0902 640027. All telephone charges incurred are the responsibility of the customer, as are all postage costs for returning the Program Package to U.S. Gold. Postage costs incurred in returning software to the customer will be paid by U.S. Gold.

LIMITED USE LICENSE: This program is licensed by U.S. Gold Ltd. from Access Software Inc., and is protected under copyright laws and international treaties. All rights not expressly granted are reserved.

YOU MAY:

- Make one (1) copy of the program for backup or archival purposes, provided that you reproduce all information (including copyright notices) contained on the original disks.
- Transfer ownership of the complete Program Package on a permanent basis, provided that you retain no copies and the recipient agrees in writing to the terms of this agreement.

YOU MAY NOT:

- Use the program on more than one (1) computer terminal or workstation at one time.
- Make copies of the materials accompanying the disks, or of the program, except as stated.

- Use the program in any multi-user arrangement (i.e. networks, electronic bulletin boards, etc.).
- Rent, lease, license, or otherwise transfer the program without the express written consent of U.S. Gold and/or Access Software, except as stated above.
- Reverse engineer, decompile, disassemble, or create derivative works of the program.

LIMITED WARRANTY: Access Software Inc. and U.S. Gold Ltd. warrant, to the original buyer only, that the media upon which the program is recorded shall be free from defects in materials and workmanship under normal use and service for a period of three (3) months from the date of purchase. If you return the program, U.S. Gold and Access Software will, at their option, either (a) replace or repair defective disks, or (b) refund the amount of purchase. To make a warranty claim, you must return the Program Package together with your proof of purchase to your dealer, to U.S. Gold, or to Access Software. This limited warranty is void if the failure of the program's media resulted from (a) damage caused by the customer, (b) misuse of the program, (c) failure to follow instructions supplied with the program, (d) failure to follow instructions supplied with the customer's computer hardware which was used to run the program, (e) improper handling, application, or storage of the program, or (f) alterations, modifications, or repairs made to the program at any place other than the premises of Access Software, or U.S. Gold by persons not expressly approved in writing by Access Software or U.S. Gold.

NO OTHER WARRANTIES: Access Software Inc. and U.S. Gold Ltd. offer no other warranty or guarantee for the program, program media and accompanying written materials, other than what is provided above. Access Software Inc. and U.S. Gold Ltd. do not warrant that the program will meet your requirements or that the operation of the program will be uninterrupted or error free.

LIMITATION ON DAMAGES: Access Software Inc. and U.S. Gold Ltd. will not be liable for any damages such as for loss of profits, business interruption, loss of information, or other pecuniary loss arising directly or indirectly from use of, or inability to use the program. In no event will the liability of Access Software Inc., or U.S. Gold Ltd. exceed the purchase price paid by the customer for the Program Package.

© ACCESS Software, Inc. 1992.
All rights reserved. No part of this publication
may be reproduced, transmitted, transcribed,
stored in a retrieval system, or translated into any
language in any form by any means without
written permission of ACCESS Software, Inc.



ACCESS Software, Inc., 4910 West Amelia Earhart Drive., Salt Lake City, Utah 84116-2837
1-801-359-2900, 1-800-800-4880, FAX 1-801-359-2968